## **Objective**

By the end of this lesson, the student will be able to demonstrate good manners in various social situations.

## **Materials and Prep**

- Pen/pencil
- Paper
- Printouts of social situations (e.g., family dinner, school assembly, playdate)

Prior to the lesson, review the concept of manners and think of examples of good and bad manners in different scenarios.

## **Activities**

- 1. Introduction: Begin by discussing with the student what manners are and why they are important.
- 2. Role-Play: Provide the student with different social situations and ask them to act out how they would demonstrate good manners in each scenario. Encourage them to think about greetings, table manners, listening skills, and saying please and thank you.
- 3. Discussion: After each role-play, have a discussion with the student about their choices and ask them to explain why they think those actions demonstrate good manners.
- 4. Scenario Analysis: Give the student a printout of a social situation and ask them to analyze it. Have them identify good manners being shown and suggest any improvements they would make.
- 5. Reflection: Have the student write a short paragraph reflecting on the importance of good manners and how they can apply them in their daily life.

## **Third Grade Talking Points**

- "Manners are the way we show respect and consideration for others."
- "Good manners can make people feel valued and appreciated."
- "Using polite words like 'please' and 'thank you' is an important part of showing good manners."
- "When we listen attentively and wait for our turn to speak, we are demonstrating good manners."
- "Table manners, such as chewing with our mouths closed and using utensils properly, show respect during mealtime."
- "Greeting others with a smile and a friendly hello is a polite way to start a conversation."
- "Being kind and helpful to others is a sign of good manners."
- "We can practice good manners in different social situations, like at home, school, or when playing with friends."